```
Audio::Sound
      # flags
      + ~Sound()
      + getName()
      + getFormat()
      + isLoaded()
      + isLoading()
      + isStreaming()
      + load()
      + unload()
      # Sound()
      # getFormat()
      # onLoaded()
      # waitLoad()
      # loadImpl()
      # abortLoad()
      # unloadImpl()
   Audio::SimpleSound
    + ~SimpleSound()
   + getType()
   # SimpleSound()
   # isStreamLoaded()
   # loadStream()
   # closeStream()
   # getStream()
   # readBuffer()
   # abortLoad()
Audio::OpenALSimpleSound
+ OpenALSimpleSound()
+ getAlBuffer()
+ ~OpenALSimpleSound()
# loadImpl()
# unloadImpl()
```